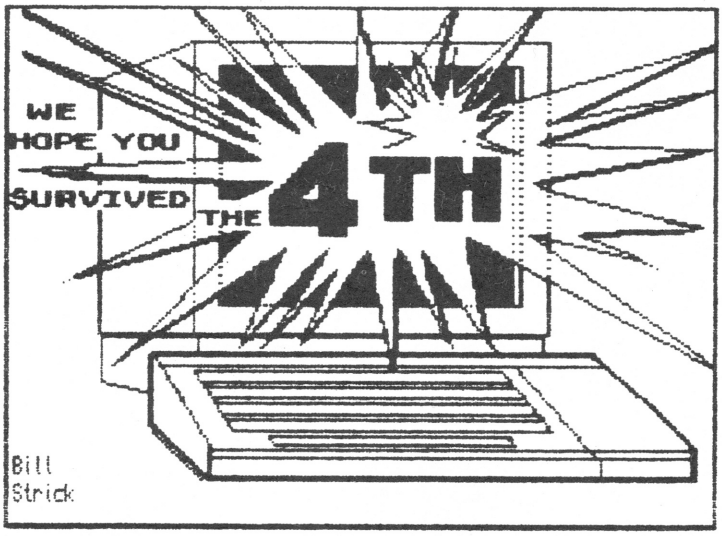
Support For
sinclair
ZX81 - spectrum - QL
and
TIMEX sinclair
1000 - 1500 - 2068
computers

# TIMELINEZ

VOLUME 5 ISSUE 7 JULY/AUGUST 1987 $1.00

THE JOINT NEWSLETTER OF THE THREE TIMEX-SINCLAIR
USER GROUPS IN THE SAN FRANCISCO BAY AREA

**EBZUG** **PUG** **SUSTUG**




## STRICK WINS BIG!

Bill Strick, our resident artist (see left), was the winner of our TIMELINEZ prize drawing at Sunset Electronics on June 27th! Bill took home a brand new Sinclair QL as his prize. Congratulations to Bill and better luck next time to all the rest of us.

## 'Star Spangled Banner' For 2068 Offers Graphics, Music

By Oleg D. Jefimenko

This program displays the United States flag and plays the United States Anthem. The program works as follows.

Lines 20-90 produce the title screen. Line 100 causes the computer to wait until a key is pressed. Then it sets a blank white screen surrounded by a cyan border.

The flag is drawn on the white screen by lines 110-190. Lines 110 and 120 create a user-defined five-point star from letter "C."

Line 130 first prints 32 cyan spaces at the top of the screen (thereby extending the border downward) and then prints the first red stripe of the flag. The stripe is formed by 32 graphics symbols on the "2" key followed by 32 graphics symbols on the "8" key. Line 140 is a loop that prints the remaining six red stripes. Line 150 prints 32 cyan spaces below the flag (thereby closing the gap between the flag and the border).

Line 160 prints a narrow blue band at the left side of the flag by using 13 graphics symbols on the "2" key. Line 170 is a loop that prints the first 44 stars. (Watch out! Be sure to press "GRAPHICS" before and after each "C"). Line 180 prints the remaining six stars. Line 190 prints 13 blue spaces below the stars.

The music part of the program consists of lines 200-280. It was created by using "Musician Royal" software from the Electret Scientific Co. (P.O. Box 4132, Star City, WV 26505). Line 200 instructs the computer to go to line 300 (indefinite pause) after the playing stops; it also sets the tempo, T=1.9, for the principal part of the composition. Line 210 reads the pitch (F) and the duration (V) of the notes from the notes data contained in lines 230-280; it also tells the computer that when F=100

(Please turn the page.)

## Inside This Issue:

User Group Meeting News.

2068 Programs by Fred Templeton and Kevin Leung.

Our Regular N/L Exhange.

is encountered (this happens near the end of the composition), a slower tempo, T=2.5, should be used. Line 220 creates the BEEP sound of the required pitch and duration.

```
  10 REM *** This program was
written by Oleg D. Jefimenko on
          August 12, 1986.
  20 PAPER 6: BORDER 4: CLS
  30 PRINT PAPER 5;"***** STAR S
PANGLED BANNER *****"
  40 PRINT PAPER 5;AT 21,0;"****
* STAR SPANGLED BANNER *****"
  50 PRINT AT 9,3 ;"THIS PROGRAM
 DISPLAYS THE"
  60 PRINT TAB 7;"UNITED STATES
FLAG"
  70 PRINT TAB 9;"AND PLAYS THE"
  80 PRINT TAB 1;"UNITED STATES
NATIONAL ANTHEM"
  90 PRINT AT 20,0; PAPER 7;"
  PRESS ANY KEY TO START      "
 100 PAUSE 0: PAPER 7: BORDER 5:
 CLS
 110 FOR I=0 TO 7: READ C: POKE
USR "C"+I,C: NEXT I
 120 DATA 0,8,8,127,28,54,34,0
 130 PRINT PAPER 5;"
                    "; INK 2;"
                                "
 140 FOR J=1 TO 6: PRINT INK 2;A
T J*3+1,0;"
                    ": NEXT J
 150 PRINT PAPER 5;"
                    "
 160 PRINT PAPER 5; INK 1;AT 1,0
;"                  "
 170 FOR L=1 TO 4: PRINT PAPER 1
; INK 7;AT 2*L,0;" C C C C C C "
;AT 2*L+1,0;"  C C C C C  ": NEX
T L
 180 PRINT PAPER 1; INK 7;" C C
C C C C "
 190 PRINT PAPER 1;"
 "
 200 ON ERR GO TO 300: LET T=1.9
 210 READ F,V: IF F=100 THEN LET
 T=2.5: GO TO 210
 220 BEEP T/V,F: GO TO 210
 230 DATA 3,8,0,8,-4,4,0,4,3,4,8
,2,12,8,10,8,8,4,0,4,2,4,3,2,3,8
,3,8,12,2.67,10,8,8,4,7,2,5,8
 240 DATA 7,8,8,4,8,4,3,4,0,4,-4
,4,3,8,0,8,-4,4,0,4,3,4,8,2,12,8
,10,8,8,4,0,4,2,4,3,2,3,8
 250 DATA 3,8,12,2.67,10,8,8,4,7
,2,5,8,7,8,8,4,8,4,3,4,0,4,-4,4,
12,8,12,8,12,4,13,4,15,4,15,2,13
,8
 260 DATA 12,8,10,4,12,4,13,4,13
,2,13,4,12,2,10,8,8,8,7,2,5,8,7,
8,8,4,0,4,2,4,3,1.33,3,4,8,4,8,4
 270 DATA 8,8,7,8,5,4,5,4,5,4,10
,4,13,8,12,8,10,8,8,8,8,4,7,2,3,
8,3,8,8,2.67,10,8,12,8,13,8,15,1
 280 DATA 100,100,8,8,10,8,12,2.
67,13,8,10,4,8,2
 290 SAVE "ANTHEM" LINE 10
 300 ON ERR RESET : PAUSE 0
```

**ALARM CLOCK by Kevin Leung**

**This is a program that will get you up in the morning, or any other time. The program is written in basic so it should be easy to follow. If you do not want the alarm feature, just put (0) for the alarm time. If you are a heavy sleeper, just insert the mic plug into the ear jack and then you can set the sound level. (If you want to speed up or slow down the clock, change line 101 to Pause 75, 125, etc.). The program has an auto-run feature once it has been loaded.**
**NOTE: This program is for the 2068 only.....**

```
   1 PRINT "bell hr?"
   2 INPUT ah
   3 CLS
   4 PRINT "min bell?"
   5 INPUT am
   9 CLS
  10 PRINT "hr?"
  20 INPUT h
  25 IF h>12 THEN GO TO 9
  30 CLS
  40 PRINT "min?"
  50 INPUT m
  55 IF m>60 THEN GO TO 30
  56 CLS
  60 PRINT "sec?"
  63 GO TO 60
  70 INPUT s
  75 IF s>60 THEN GO TO 56
  80 CLS
  90 PRINT AT 10,10;h;"  ";m;"
";s
 100 LET s=s+1
 101 PAUSE 100
 105 IF s<>61 THEN GO TO 80
 106 IF s=61 THEN LET s=0
 110 IF s=61 THEN GO TO 120: GO
TO 80
 120 LET m=m+1
 125 IF ah=h AND am=m THEN GO TO
 9000
 130 IF m=61 THEN LET m=0
 140 IF m=60 THEN GO TO 160
 150 GO TO 80
 160 LET h=h+1
 161 IF h=13 THEN LET h=1
 162 IF ah=h AND am=m THEN GO TO
 9000
 163 GO TO 80
9000 BEEP 10,50
9500 LET s=s+50
9900 GO TO 80
9990 STOP
9995 SAVE "al clock" LINE 1
9999 REM By Kevin Leung
```

**REMEMBER:**

This is a two-month issue of:

**TIMELINEZ**

Deadline for the next issue:

**Monday, September 7, 1987**

# TAPECOPY

By Tim Swenson

After using MS-DOS for a couple of years at work and at school, I have gotten used to a few of the nice features that DOS has. One DOS command that is lacking on the QL is a disk copying command (or shall I say Tape copying).

The program listed is done as a procedure. It will not "RUN" as it is. You must type in "TAPECOPY" to have the program run.

One part of the program comes from a program written by Marshall Stiles. The program, published in the QL Report, does a directory listing to memory. The program also showed how to list a directory to a file.

The program uses this idea. The directory of mdv1_ is sent to a file. This file is then read. The file names stored in the file are used to call each file and copy them to the other drive.

I hope you find the program usefull. It is not fast, but it saves typing in each file name you want to copy.

* * * * * *

```
 90) REM FAST PRIME NUMBER GENERATOR (MAX= APPROX. 7621)
100 REM BY  FRED TEMPLETON
110 INPUT "find primes to: ";n
120 IF n<2 THEN PRINT "must be greater than 1": GO TO 110
130 CLS : DIM m(n)
140 PRINT "primes numbers from 2 to ";n'" ";2;
150 FOR c=3 TO n STEP 2
160 IF m(c) THEN GO TO 210
170 PRINT " ";c;
180 FOR l=c*3 TO n STEP 2*c
190 LET m(l)=1
200 NEXT l
210 NEXT c
220 GO TO 100
9999 CLEAR : SAVE "primes"
```

## TAPECOPY LISTING

```
100 REMark   TAPECOPY
110 DEFine PROCedure tapecopy
120 CLS
130 PRINT
140 PRINT "  Insert Original
Tape in Drive 1"
150 PRINT "  Insert Copy Tape in
Drive 2"
160 PRINT
170 PRINT "      Hit Any Key To
Continue"
180 PAUSE
190  drive$="mdv1_"
200 drive2$="mdv2_"

220  OPEN_NEW
#4,drive$&"directory"
230  DIR #4,drive$
240  CLOSE #4
250  OPEN_IN #4,
drive$&"directory"
260  count = 0
270  REPeat loop
280    INPUT #4,entry$
290    count = count + 1
300    IF EOF(#4) THEN EXIT loop
310  END REPeat loop
320  CLOSE #4
330  DIM in$(count,18)
340  OPEN_IN
#4,drive$&"directory"
350  FOR x = 1 TO count
360    INPUT #4, in$(x)
370  NEXT x
380  CLOSE #4
390  FOR x = 3 TO count
400    COPY drive$&in$(x) TO
drive2$&in$(x)
410  NEXT x
420  DELETE drive2$&"directory"
430  DELETE drive$&"directory"
440  PRINT
450  PRINT "          Tape Copy
Done"
460  BEEP 1800,10
470 END DEFine tapecopy
```

Don't miss a single issue of

TIMELINEZ

Make sure that you have paid your dues!

John Riley
1316 Farrara Dr.
Odenton, Maryland 21113

FROM THE APRIL 1987 CATS N/L
(See Feb. 87 Timelinez
for Volumes 1 to 4)

Dear Friend:

Thank you for showing your interest in the Captitol Area Timex-Sinclair User's Group program library. We are interested in expanding our stock of useful public domain programs by trading the ones we have for some that you have! Here is the deal we offer. If you will send us one or more useful and interesting programs on a tape in a Post Office-proof mailer and include return postage inside the mailer, I will put your program into our library and then record the volume of your choice from the five volumes listed below. I will also include our Spectrum catalog (small though it may be) if you will mention that you want it. By the way, good Spectrum programs are welcome, too! TAKE NOTE, HOWEVER: 1) The programs you submit must NOT be ones that are commercially produced! 2) You MUST include return postage inside your package, or I cannot get the programs back to you! 3) The programs MUST be for the 2068 or Spectrum! 4) The program(s) you submit MUST be of acceptable quality, not something that anyone could dash off in five minutes of programming!

Still interested? Great! Send me your goodies, tell me which volume of programs you want, and together we will increase each other's enjoyment and usefulness of our 2068 machines!

### Vol. 5 -- MORE 2068 UTILITES

T/PI PADS -- A program that helps you to calculate exactly what capacitor to add to a circuit, then draws a diagram for you.

CONVERT -- Input a number and get back the equivalent value in several counting systems, such as decimal, hex, and binary.

PIANO -- Create music on your 2068 and then play it back for your friends.

CLOVER -- A clever little drawing demo that creates a clover using some rather complex calculations.

POLYGON -- a "least squares polynomial fit" program.

CALENDAR -- Calculates a number of interesting facts about dates that you input, such as the day a particular date fell (or will fall) on, and the number of days elapsed between two dates.

NODES -- Draws a complex polygonal figure around size and node specifications that you input.

WRITE -- Another simple but effective word processor.

ALBUM -- A program that allows you to store five screens of art work, paging continually through them. Includes demo pictures.

BOXLABEL 1 & 2 -- Produces inserts for your cassette boxes, with program #1 catering to 2040 users and #2 for use with an 80 column printer. Includes AERCO driver.

CALCULATOR -- A handy program if you have misplaced your pocket calculator.

TINYBOARD -- Ever wanted to run your own electronic bulletin board? Here is everything that you need to get started! Just add modem.....

GRAFIXX -- A very impressive drawing utility. By far the most sophisticated program of its type that has yet been donated to the library.

### Volume Six --- Mixed Bag

MTOS (utility) - This is a program development tool that can come in handy for anyone who is creating a new pro- gram or modifying an old one. For a fuller description see the letter later in this newsletter by its author, CATS member T.G. Morley. It is available to CATS members only by special arrange- ment with Mr. Morley, but non-members can purchase through Sharp's of VA.

TEXTYPE (word processor) - A nice little program that lets you print out your hardcopy in any of four different typestyles (regular, bold, modern, or italic) if you use a 2040 printer. With a little creative wangling it can be adapted to print out to an 80-column printer, too.

3D WORD (graphics) - Creates 3d words out of little box-girder-like udgs for use in article titles, etc. Look for an example in one of the headlines in this issue.

3D DRAW (graphics) - a program which will, if you learn its quirks, draw for you a wide variety of 3d objects on an x-y grid. Its fun to watch.

CURSOR (demo) - Will teach you how to put other symbols inside the 2068 flashing cursor.

DUB (utility) - IF you have a good pair of tape recorders and IF you get the volumes adjusted right, this program will PERFECTLY COPY most any program by reading the signal coming into the EAR port, cleaning it up, and feeding it directly out through the MIC port. This could be the answer to the prayers of those of you having trouble making archival copies of your programs!

ANIMATE (demo) - Shows how you can use BASIC to give life to a spritely (pun!) little marching man.

FILL (demo) - Fills cursor-selected spaces with color, pixel by pixel. Rather slow, but there is a lot to learn from examining the listing.

BLOKMAN (game) - a slightly watered down version of the Spectrum game that was included in Volume 4, this time for the 2068. Joystick in left port.

PACMAN (game) - It had to happen sooner or later! This version would be exciting to persons 6 years and younger. Use arrow keys.

BELLTOWER (game) - Now this one is pretty tough! A variation on the platforms and ladders type of game. It contains a very nice user-programmable keys function which could come in handy in your own programs.

GHOTI (game) - You are a fish, eating bubbles and avoiding hungry turtles to survive. Use arrow keys.

ARTIC EXPLORER (game) - Avoid the pitfalls and win through to the North Pole. Controls: O=Left, P=Right, O+CS (capshift)=Jump Left, P+CS=Jump Right.

PAWS (game) - You are a cat. Eat the mice but avoid the rats. Use RIGHT joystick port.

WAGONERS (game) - A faster-than-the-speed-of-snails race between three wagons. You bet on the outcome.

CURSOR ADVENTURE (text adventure) - Hey! Our first text adventure!

WORDSQUARE (game) - a hidden-word puzzle generator, with less capacity than the one found in Volume One, but faster in producing the result.

ADVERTISING DISPLAY (utility) - Large letters flow from right to left across the screen in an unending loop. You can input the message that the letters spell out. A Spectrum version is in Volume Seven.

SPANISH TUTOR (educational) - A "99% complete" version of the program that was included in Volume 2.

SPANISH BUILDER I (educational) - Vocabulary practice for what you learned from SPANISH TUTOR.

SPANISH BUILDER II (educational) - More vocabulary practice!

VOLUME SEVEN - MORE SPECTRUM SOFTWARE

WAR OF THE SHIRES (adventure game) - This text-and-graphics adventure is a sort of poor man's War in the East. You can manipulate several charcters and their armies to try and defeat the enemy. Well done and a challenge to play.

KRAKATOA 2012 (game) - The Krakatoa volcano is about to blow up again, because some nasty aliens have been fooling with it. Your mission - rescue the islanders and destroy the aliens. Use arrow keys.

RIFLE RANGE (game) - A shooting gallery game. This one is popular with children. Use any key to fire the rifle.

SCROLLS (utility) - Does a very fast vertical scroll within a defined window on the screen.

SCROLL (utility) - Another type of scroll that "creeps" a block of text cross the screen.

CAPMAN (game) - The Spectrum version of Pacman. Written in machine code, it is much faster than the 2068 version.

ADVERTISING DISPLAY (utility) - Same as the program of the same name described in Volume Six.

CLONE (utility) - This is a GREAT UTILITY!! It is similar to the clone utilities on the QL, in that it loads in the program to be cloned a section at a time, then prompts you to put in a fresh tape and save that section. The only programs that balk it are the ones that I can't crack either.

SPECTRAMONITOR (utility) - a nicely done disassembler with mnemonics for the Spectrum.

FORTH (language) - An implementation of forth, for those interested in learning it. The command "DLIST" will list the dictionary that you have to work with.

FROM THE MARCH 1987 PLOTTER N/L OF CLACKMAS COUNTY, OREGON.

# TRANSPARENT INK!

Dick Wagner

Please refer to Syd Wyncoop's article on Color Codes in the January issue and my article in the December issue (More On Attributes).

I recently read more on this subject that sheds additional light on the use of color attributes. This was found in "The Art Of Programming The ZX Spectrum" by M James, an English publication. There will be a review on this small book later.

It is possible to assign an attribute to a specific location on the screen and call it up at will. It can be a color as PAPER or INK, and it can be BRIGHT and or FLASH. Try these two lines:

```
10 PRINT AT 10,10; FLASH 1; "*"
```

RUN and there is a flashing "*". Now add this line and RUN:

```
20 PRINT AT 10,10; FLASH 8; "BANG"
```

The "B" is the only character flashing because it is taking the action given to this location when FLASH 8 is used.

In a program structure it might be used like this:

```
10 PRINT AT 10,16; FLASH 1 ;"******
**"
80 PRINT AT 10,0; FLASH 8;"This line
has a flashing word!"
```

The word "flashing" replaces the 8 "*" by the use of FLASH 8. The same principal applies to to BRIGHT, INK, and PAPER and in combination.

For PAPER 8 any new character at the designated location will assume the color of the paper background assigned by PAPER. Such characteristics can be called "transparent" in the sense that it lets the original attribute show thru.

This ability to assign a feature to a specific location would seem to have value in games in conjunction with a color monitor, as well with a B & W monitor.

2. GUTS/SV meeting news:

2.1 870527 at 'Star by the Sea' Catholic Church in Alviso.
Meeting Attendees:
* Mark Wahl demoed his 'Directory' program for the Wafadrive that allows all 32 possible file names in a Wafadrive directory to be printed on a business card size TS2040 print out to be used for quick reference in a standard business card folder/holder which is a storage device for either A&J Wafer I's or Wafer II's (in fact, that is one of the reasons the wafers are the size they are!).
Mark also provided a list of Wafadrive compatible files he created:

Length: 60 Lines, Created 870622; Software By Mark Wahl:

1. Disp_Dir: 2K PRG on 86C14_WWM;78 Wafer
Displays the Directory of a wafer in either of the drives in a 3 across by 11 down format. Size when printed on 2040 slightly larger than a wafer. Also shows name of wafer, number of files, size of wafer, memory that is remaining, and the size of the individual files. Option to print BYT and DAT files in inverse video. Directory reading subroutine from Wafadrive manual.

2. Patterns: 2K PRG on 86C14_WWM;78 and Wahl870623 Wafers
Norm Lehfeldt's Program to check that your Color, Horizontal, and Vertical TV adjustments are correct had a slight bug which did not correctly display the crosshatch pattern. This version has that bug corrected.

3. Word_Prefect: 6K PRG on Wahl870623 Wafer
A 32 colum word processor: has some editing capability. Designed for 16K Ram, so has only 3 Page storage. It can overlay text onto graphics, and use the User Defined Character set. Stores to the Wafadrive in DAT and Picture format. Prints only to the 2040 Printer since it uses the COPY command. Two companion programs: Convert to Spectral Writer format, and Create and Modify Graphic P66tures.

4. T_T_T_Self: 6K PRG on Wahl870623 Wafer
Tic Tac Toe program in which program plays against itself, against a human, or against a random number generator. Program is 98% unbeatable.

5. Big_Ben: 4K PRG on Wahl870623 Wafer
Draws Clock Tower and part of the Parliament buildings, then starts the internal clock. Plays 1/4 of the Westminister chimes every 15 minutes, 1/2 of the Chimes every half hour, and on the hour the program plays the full tune and chimes the hour. Three keys: H: increment hour; M: increment minutes; R reset. Two versions: Spectrum, and 2068 emulating Spectrum. The two computers' internal clocks run at different frequencies.

6. Tinyboard II: 34K PRG on Wahl870623 Wafer and 2068 tape
An "improved" version of the original Tinyboard program. Up and downloading, online games, etc. See attached documentation.

End

* Terry Greenlee volunteered to man the Timex Sinclair booth at the 870627 Santa Clara Convention Center Computer Show that was provided free by Golden Gate Shows. Thanks to Terry and Golden Gate Shows.
* Bill Phillips had a some work done on the SLIX SORT and WRITE? functions but had to leave before he got a chance to demo it. Maybe next meeting?
* Michael Furman and his dad, Jeff. Michael demoed his new SincLink logo he designed using the 'Etch-a-sketch' program he wrote for the TS1000 and TS2040 printer.
* Bill Miller demonstrated the TS2068 DLAN 'User Group Advertisement' for use at computer shows.

2.2 870620 Stanford Meeting
* Brad Kidder led the discussion on 'How do you write a program?'.
Basically, (No pun intended) it came down to first defineing:
** Input
** Output
** Process

---

870702.1016; SN87702_; Line 136; END;

## PUG NEWS by George Mockridge

When I noticed that the usual author of this column was absent from the June meeting, I should have guessed that I would be asked to fill in. I should have known enough to take good notes and write everything up while it was still fresh in my mind. Instead, it is now deadline time and here I sit trying to remember as much as I can.

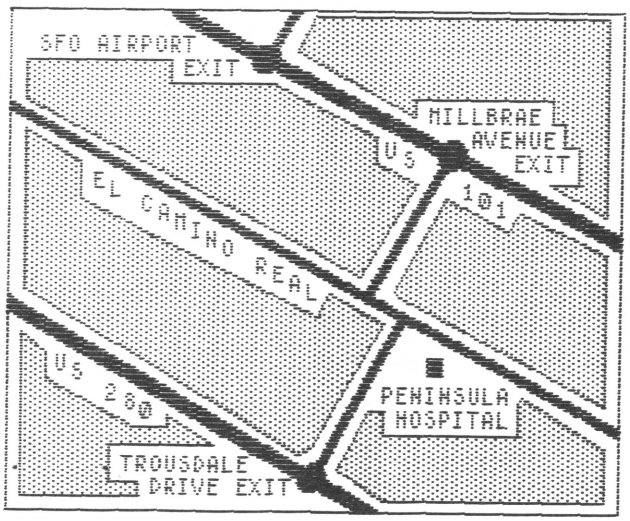
I do remember (with the help of a phone call) that Jack Dohany had some interesting comments. He has been using the Disciple Spectrum Interface for about a month and he really likes it. This device allows Spectrum users to utilize the same command structure for disc drives and micro drives. Programs originally written for micro drive systems can now run on a disk based Spectrum without needing complicated modifications.

Jack is studying the Disciple and other Spectrum disk operating systems with an eye towards recommending some standards. A uniform set of disk commands would allow the various disk manufacturers to have greater compatibility.

Norm Lehfeldt gave a slide presentation of the 3D pictures he took at out last joint meeting. Norm brought a 3D slide projector and his collection of 3D glasses that he saved from all those old movies. It's too bad we didn't get a 3D picture of everyone watching the screen while wearing their 3D glasses.

The possibility of hosting a West Coast T/S fest next year was also discussed. Bob Orrfelt volunteered to compile a list of possible vendors and Norm said that he would post a Compuserve notice asking for feedback. We will have more discussion on the Fest at our next meeting.

Be sure to attend the next PUG meeting because Jack Dohany plans to give a demonstration of C and Pascal compilers. With a little luck, Walt Gaby will also be there to take notes for the next PUG NEWS column.



## July

19 Joint Meeting Of All Groups.

1:00 P.M.

Peninsula Hospital
1783 El Camino Real
(near Trousdale)
Burlingame

## August

16 Peninsula Users Group

1 P.M. Peninsula Hosp.

26 Silicon Valley Group

7 P.M. Star of the Sea Catholic Church, Alviso

Note: August meeting of the East Bay Group was not set at press time. Call one of the officers for details.

## September

20 Peninsula Users Group

1 P.M. Peninsula Hosp.

30 Silicon Valley Group

7 P.M. Star of the Sea Catholic Church, Alviso

Note: Usual story for East Bay Group. (You guys have got to let the editor know what's going on!)

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

## Support Your Local Timex/Sinclair Users Group!

**EBZUG** EAST BAY ZX0 USER GROUP
3120 KING STREET
BERKELEY, CALIFORNIA 94703
(Boody McPheeter's)

CONTACT: ROSS ENGLISH (415) 465-3116

MEETINGS: FOURTH THURSDAY OF EACH MONTH, 7:30 P.M.
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**PUG** PENINSULA USER GROUP
311 MICHELLE LANE
DALY CITY, CALIFORNIA 94015
(415) 878-1773

PRESIDENT: GEORGE MACKRIDGE

MEETINGS: THIRD SUNDAY OF EACH MONTH, 1:00 P.M.
PENINSULA HOSPITAL
1783 EL CAMINO REAL, BURLINGAME

MAIL DUES TO: PAT MORRISSEY
2000 CRYSTAL SPRINGS ROAD
BUILDING 21, APT. 22
SAN BRUNO, CALIFORNIA 94066

**SVSTUG** SILICON VALLEY SINCLAIR TECHNOLOGY USER GROUP

6675 CLIFFORD DRIVE
CUPERTINO, CALIFORNIA 95014
(408) 253-3175

PRESIDENT: RITA CARR, (408) 738-2888, X-4579

MEETINGS: LAST TUESDAY OF EACH MONTH, 7:00 P.M.
(FOR LOCATION OF MEETINGS SEE ACCOMPANYING SVSTUG NEWS.)

MAKE CHECK FOR DUES PAYABLE TO "SINCLINK".

THIS TIMELINEZ NEWSLETTER IS A JOINT PUBLICATION OF THE THREE TIMEX-SINCLAIR USER GROUPS IN THE S.F. BAY AREA.

NEW MEMBERS AND VISITORS ARE ALWAYS WELCOME!

FOR FULL MEMBERSHIP (INCLUDING PARTICIPATION IN GROUP MEETINGS, THE NEWSLETTER, PROGRAM LIBRARY PRIVILEGES AND SPECIAL EVENTS) SEND $15 ANNUAL DUES TO ONE OF THE ABOVE ADDRESSES WITH THE CHECK PAYABLE AS INDICATED.

READERS OUTSIDE THE SAN FRANCISCO BAY AREA MAY SUBSCRIBE TO THE NEWSLETTER ONLY BY SENDING A CHECK FOR $10 TO ONE OF THE ABOVE GROUPS.

Last time I mentioned briefly the new Graphics Interchange Format (GIF) being introduced by CompuServe. The format is designed to be able to encode graphics screens produced by any computer for the forseeable future. Don Thompson has begun working on implementing this new format on the QL.

He reports some progress. He has created and is in the process of de-bugging the ENcoder routine. One of the interesting features of the GIF format is the sophisticated file compression routine it incorporates. A 32K QL screen run through the encoder Don has created proces an 8 to 10K file! When the file is decoded on Don's Atari ST it is somewhat distorted because of the diffference in the screen geometry of the two machines. A sophisticated decoding program should be able to take this into account. Apparently the existing ST decoder isn't very sophisticated. Don hopes to write something better for the QL. As an experimental first step he has created a program that displays pictures created on the ST with DEGAS on the QL screen or sends them to the Canon/Radio Shack color printer. It is called 'STCONV' and can be downloaded in a two-part form from DL6 of CLUB SIG on CompuServe. Alternately, send me a QL cartridge and I will return it with the program on it.

Don stresses that the program is highly experimental and should not be regarded as a definitive example of what GIF pictures will look like on the QL.

We are edging in the direction of holding a Timex/Sinclair convention here next spring.

Bob Orrfelt and I have sort of tentatively agreed to call it the 'Silicon Valley T/S Fest.' It seems to me that it should be held about the middle of June of 1988. Because of the dual attractions of Silicon Valley and the tourist potential of Northern California, I believe we can expect a good turnout. A question raised by Ed Grey makes me think that vendors may not wish to combine the show with other vacation plans, but it seems to me that other visitors would. We will have to juggle these competing interests.

Response to preliminary announcements of such a Fest on CompuServe and some of the bulletin boards has been encouraging.

I hope that we can put the overall direction of the Fest in the hands of one person at the July 19 PUG meeting. Thereafter all of the communications regarding the Fest should go to that person or whatever committee members he or she may designate.

Remember that the groups will meet as usual in August even though there will be no newsletter.

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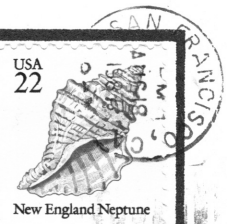


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